Unicorn

A 5e Player Race by DM Tuz

DM TUZ

Unicorn

"One smile can break a hundred curses!"

Unicorns are a mysterious people whose arrival in the world remains an unanswered question. They do not descend from ancient empires, nor do they pass down tales of an ancient homeland. Instead, they seem to simply appear; walking out of beautiful groves, descending from mountaintops shrouded in mist, or emerging in times of need. While Unicorns are often found in the service of benevolent deities, none claim to have created them.

Theories of their orgins are abound. Some believe they are the last gift of a dying goddess for a world she so dearly loved. Others whisper that they were born from a wish for a gentler age. Another charming legend suggests the first Unicorn was but a lone spark of hope that refused to die during a time of darkness. Whatever their origin, Unicorns exist and the world is better for it.

Unicorns are bipedal beings of striking beauty who blend equine and humanoid traits into one graceful form. Their most striking feature is the singular, spiraled horn that grows from their forehead. It is an extension of both will and soul—a nexus of their innate powers. They walk upon two digitigrade legs carried by polished hooves, each step gentle and mindful. Completing their form are horse-like ears twitching with emotion and a flowing tail swaying with restless energy.

Wherever they go, Unicorns are well liked as they carry pure hearts and a sincere desire to help. However, their way of doing good can sometimes seem unpredictable. A Unicorn might paint murals across an entire village overnight, or spend hours convincing a ferocious beast not to bite. Their kindness is unquestionable, even if their methods may be eccentric. Still, they never act out of callousness. Their goodness is not an act. It is simply who they are.

Symbol of Goodness

Unicorns are often regarded as one of the few truly good things in the world—pure-hearted beings whose presence alone is a soothe those around them. But such radiant goodness does not go unnoticed. Just as light casts shadows, the existence of Unicorns seems to draw the attention of malevolent forces. Some say this is the universe seeking balance; others believe evil is simply drawn to what it cannot corrupt.

To protect themselves, Unicorns possess an innate ability to sense the hearts of others, distinguishing pure intentions from hidden malice. This gift helps them avoid those who would seek to harm them or to take advantage of their good nature. Yet even with this safeguard, the world's malevolence is vast. Pain, cruelty, and sorrow can still reach their hearts, and not every Unicorn emerges from such hardships unblemished.

Unicorn
Artwork by
Queen Chikkibug

Check out these other Player Races!
Aside from the Centaur, I also have created plenty of other Monster Girl inspired player races, such as the Mandragora and the Mys!

Bicorn
Artwork by
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Unicorn Traits

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Your creature type is celestial.

Size. Your size is Medium.

Speed. You have a walking speed of 30 feet.

Languages. You can speak, read, and write Common, and either Celestial or Sylvan.

Horn. You are proficient with unarmed strikes made with your horn. You can use your horn to make an unarmed strike, dealing 1d6 piercing damage on a hit. You may use your Strength or Charisma modifier for your horn's attack and damage rolls.

Sense Virtue. You know the Detect Evil and Good spell. You can cast this spell once per day without expending a spell slot before you have to finish a Long Rest to do so again. Additionally, while this spell is active you have advantage on Wisdom (Insight) checks to infer whether a creature's actions or behavior are genuinely benevolent or malevolent. When you create your character you can choose whether Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

Intuitor. You are proficient in the Insight skill. Whenever you make a Wisdom (Insight) check you can use your Charisma in place of Wisdom.

Subraces. Choose one of the following: Unicorn, Bicorn, or Kirin.

Unicorn (True)

The Unicorn are radiant beings of kindness, intuition, and eccentric charm. They embody many traits associated with goodness: a pure heart, a guiding light, and a refusal to break even when the world gives them every reason to.

Healing Horn. You have an amount of horn charges equal to your proficiency bonus and regain all expended charges when you finish a Long Rest. You can use them in one of the following ways:

- As an action, you touch a willing creature and expend any number of charges. That creature regains 1d6 hit points per charge spent. Additionally the target creature can use its reaction to move up to half its speed without provoking opportunity attacks.
- When a creature you can see within 30 feet of you is targeted by an attack, you can use your reaction and expend one charge to bolster its defense. The target creature gains a bonus to its AC equal to 1d4 against the triggering attack. You must use your reaction before the attack is rolled. If the target creature is below half of its total hit points, the bonus increases to 1d6 instead.

Aiding Gait. When you walk towards any allied creature that is below half of its total hit points, your speed is increased by 10 feet.

Bicorn

Bicorns are Unicorns who broke. While Unicorns embody joy and goodness, even the brightest hearts can falter. The world is not always kind, and repeated blows dealt by cruelty, betrayal, or loss can shatter their optimism. When a Unicorn breaks, their horn splits in two.

Bicorns are the jaded reflections of who they once were. Though they may still strive for good, their methods are pragmatic, and at times ruthless. Some continue their path with weary determination, doing what must be done rather than what feels right. Others, however, abandon the ideals they once cherished entirely, retreating into cynicism or even embracing evil. Whether tempered or twisted, all Bicorns deep scars and bitter memories their old naivete.

Scorning Horn. You have an amount of horn charges equal to your proficiency bonus and regain all expended charges when you finish a Long Rest. You can use them in one of the following ways:

- You can expend one or more charges when you attack with your horn. If you hit you deal an additional 1d6 damage for each charge spent. When you target a creature that dealt damage to you since the beginning of your last turn the attack also has advantage.
- When a creature within 30 feet of you makes a saving throw, you can expend one charge and use your reaction to impose a curse upon them. You must use your reaction before the saving throw is rolled. The creature subtracts 1d4 from the result. If that creature has dealt damage to you since the start of your last turn, the penalty increases to 1d6 instead.

Vengeful Gait. When you walk towards any hostile creature that has dealt damage to you since the beginning of your last turn, your speed is increased by 10 feet.

Kirin

Kirin are descend from Unicorns whose deeds have attracted the attention of benevolent metallic dragons. With the touch of draconic majesty, those Unicorns were transformed both physically and spiritually, gaining a noble demeanor and a strong sense of purpose. Dragonkind's influence also tempered their whimsical nature, resulting in beings of both restraint and divine decorum. Kirins are patient—they quietly observe, direct, and judge before acting.

Kirin see themselves not as mere servants but as stewards of potential. They seek out noble hearts and those of heroic destinies to help them rise. Their presence is often a portent for the birth of a great leader. When a worthy soul stands at a crossroads, the Kirin is there to help them choose the higher path and ensure that they shall reach their destiny.

Majestic Horn. You have an amount of horn charges equal to your proficiency bonus and regain all expended charges when you finish a Long Rest. You can use them in one of the following ways:

- When a creature within 30 feet of you deals damage to an allied creature who is also within 30 feet of you, you can use your reaction and expend one or more charges to either deal 1d6 radiant damage to the attacker or reduce the damage dealt to your ally by 1d6 for each charge spent.
- As a bonus action you expend a charge to touch a dying creature and stabilize it.

Heavenly Gait. You have a flying speed equal to your walking speed, but if you end your turn in the air you fall. Additionally, you can move across and stand on liquid surfaces such as water, mud, and shallow lava as if they were solid ground.

Kirin
Artwork by
Queen Chikkibug

Breaking a Unicorn

As an optional rule, the Dungeon Master may call for a Charisma saving throw when a true Unicorn character faces emotionally devastating or morally shattering circumstances.

The initial DC for this Charisma saving throw is 12, and it increases by 3 each time the character is tested again (DC 15, then 18, etc.). On a failed save, the Unicorn reaches a breaking point. The character may begin showing signs of internal conflict, doubt, or emotional instability. If the Unicorn fails a second such saving throw after already having reached a breaking point, their transformation is complete: their horn shatters into two, and they become a Bicorn. A Unicorn character that rolls a 1 on their d20 roll for first saving throw to not break has their horn shattered immediately. Upon this transformation, the character replaces all Unicorn specific traits with Bicorn traits. If the character had a feat exclusive to Unicorns, they must exchange it for another feat they qualify for.

A Bicorn may reclaim their original form by confronting the emotional wounds that caused their horn to break and taking meaningful steps toward healing. The path to redemption is deeply personal and depends on the nature of the trauma that broke them. For example a Unicorn broken by betrayal might need to confront the betrayer and find it in their heart to offer genuine forgiveness, or one broken by witnessing a great tragedy may need to perform a heroic act that prevents a similar incident, proving that hope and goodness still have power in the world.

Only once the emotional wound has been fully addressed can the transformation be reversed. At that point, a *Heal* spell must be cast on the Bicorn. Upon completion, the Bicorn's horn mends and they regain their Unicorn form, along with all original traits associated with it.

Unicorn Unique Feats

Unicorn characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.

Abjuring Horn

Prerequisite: Unicorn Level 4+

Ability Score Increase. Increase one of your Ability scores, by 1 to a maximum of 20.

Otherwordly Ward. You learn the *Protection from Evil and Good* spell which you can cast in place of your *Detect Evil* and Good spell gained from your **Sense Virtue** trait. After you cast either spell without expending a spell slot you can do so again if you expend a use of your horn charge. Additionally, whenever you are under the effect of the *Detect Evil and Good* spell you also benefit from the effect of the *Protection from Evil and Good* spell and vice versa for the duration of the spell.

Deter Outsiders. When you are under the effect of the *Detect Evil and Good*, the first time in a turn you deal damage to an aberration, celestial, elemental, fey, fiend, or undead creature, you deal an additional amount of force damage to it equal to your proficiency bonus.

Protector of Purity

Prerequisite: Unicorn (True), Level 4+

Ability Score Increase. Increase one of your Ability scores, by 1 to a maximum of 20.

Serene Rest. You regain a horn charge whenever you finish a Short Rest.

Protective Path. When you use your **Healing Horn** trait to increase a creature's AC and the triggering attack misses, the creature can use a reaction to move up to half of its movement speed without provoking opportunity. Additionally, any creature affected by your **Healing Horn** trait and uses a reaction to move can stand up from being prone as a reaction instead.

Ward the Feeble. Whenever you restore hit points to a creature that is below its maximum hit points (at the time of the healing) the creature gains additional temporary hit points equal to your proficiency bonus.

Lashing Scorn

Prerequisite: Unicorn (Bicorn), Level 4+

Ability Score Increase. Increase one of your Ability scores, by 1 to a maximum of 20.

Enduring Indignation. When you have no horn charges left and you are reduced to below half of your maximum hit points or suffer a critical hit, you gain one horn charge.

Smiting Scorn. You can now expend horn charges when you make any weapon attack to deal additional damage as described in your **Scorning Horns** trait.

Venging Strikes. The first time in a turn you deal damage to a creature that has dealt damage to you since the end of your last turn, you deal an additional extra damage equal to your proficiency bonus.

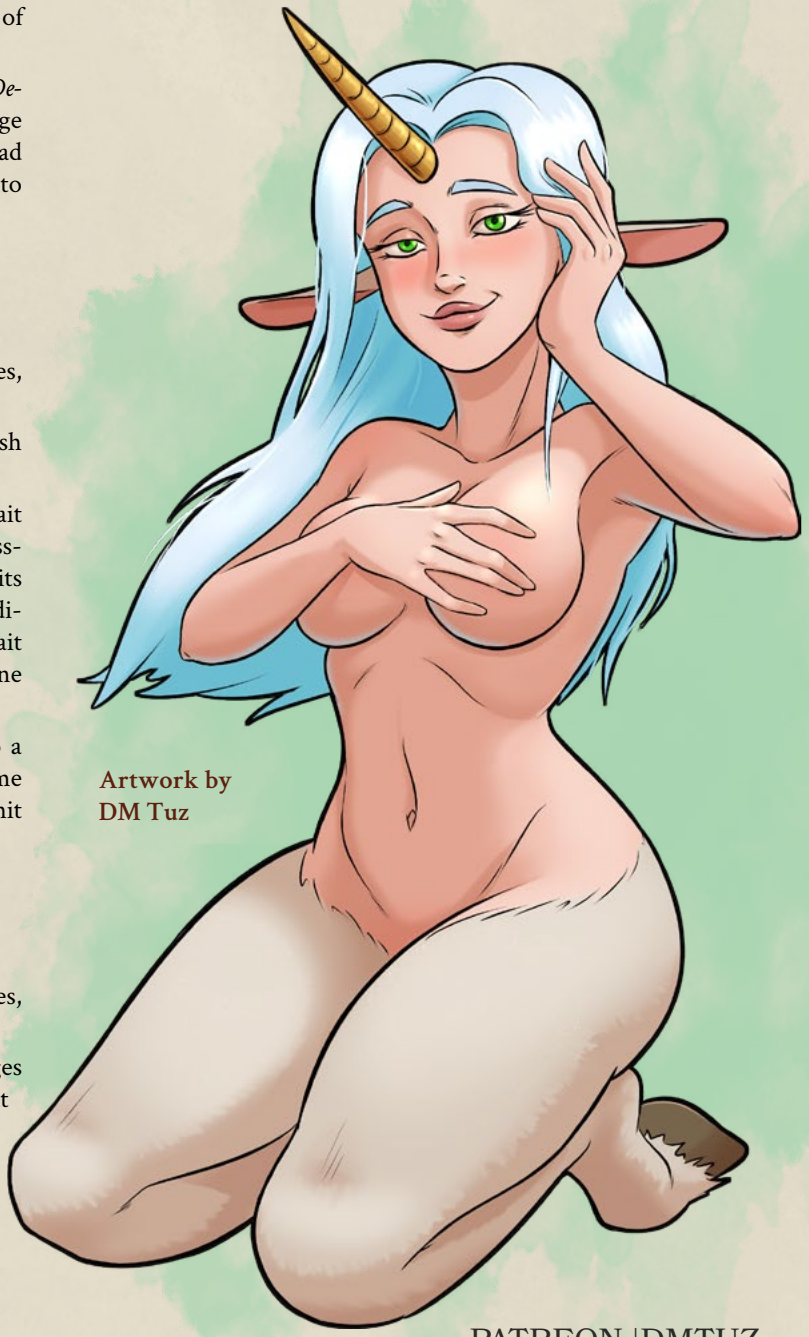
Regal Confidant

Prerequisite: Unicorn (Kirin), Level 4+

Ability Score Increase. Increase one of your Ability scores, by 1 to a maximum of 20.

Guide to Greatness. You learn the *Guidance* Cantrip, if you know this Cantrip already you can choose either the *Light* or *Thaumaturgy* Cantrip. You use the same spellcasting ability as you chose for your **Sense Virtue** trait. Additionally, when you cast *Guidance* using this trait it has a range of 30 feet but the target creature must be able to hear you.

Improved Majestic Horn. Whenever you use your **Majestic Horn** trait you can choose to both reduce the damage a creature receives and deal damage to the attacker. Additionally, when you reduce the damage a creature receives with this trait to 0 you regain one horn charge you spent.



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